



Item no. 7054



For 2 - 4 Players,
Ages 6 and up



Welcome to the wonderful world of Game Babies!

No ordinary babies, these teeny tots are lovable, unpredictable, game-playing babies who bounce, jump, tumble, flip, stack, spin, leap, fly—and really know how to have fun!

So get ready—

Game Babies have lots of games and they want to play all of them with YOU!



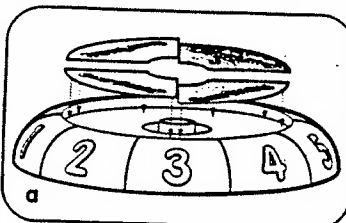
Contents

- "3-in-1" Game Piece
- Baby Bottle
- 12 Game Babies
- Spiral Pole
- 4 White Capes (To be worn by the Game Babies)
- Game Base
- Labels (bottle and base)
- 3 Play Mats (vinyl)
- Bouncing Ball

Some of these games require some simple setting up and scoring. Ask an adult to help. Use the Game Babies Score Pad on the Play Mat to keep score.



Label Application

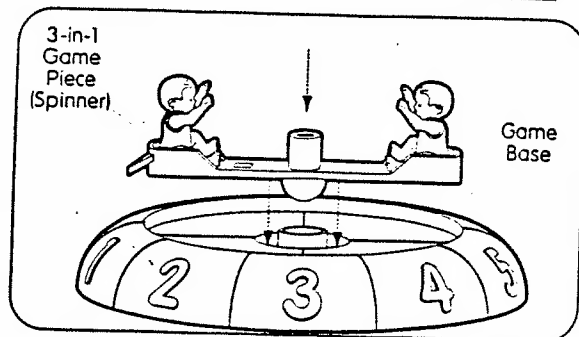


Apply the four spinner labels to the Game Base (figure a).
Apply the large Game Babies label to the Bottle (figure b).



Spinner Assembly

Place 3-in-1 Game Piece into Game Base.
To give your Game Babies a ride: place Game Baby in seat under T-bar in 3-in-1 Game Piece.



Leap Frog Babies™ 2-4 Players

What you need: The Play Mat with the little frogs on it, The Game Base and the "3-in-1" Game Piece to use as a Spinner. Each player:

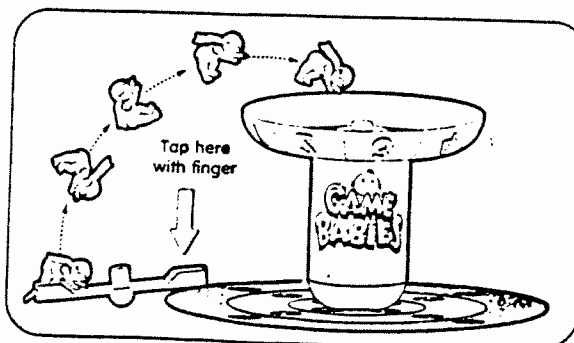
1) chooses a color, 2) takes two Game Babies wearing that color 3) places one of the Game Babies on a "lily pad" at the end of the grid, and 4) places the other Game Babies on the "lily pad" directly in front of the first Game Baby.

Take turns spinning. On your turn, spin the spinner. The 4 colors on the spinner are the colors of the Game Baby jumpers. It will tell you what color Game Baby to leapfrog. (Game Baby in back over Game Baby in front).



Babies in the Bottle™ 1-4 Players

What you need: The Play Mat with the big "bull's-eye" target on it, the Baby Bottle, the Game Base, 4 White Capes and the "3-in-1" Game Piece to use as a Launcher. **Easy Set-Up:** Pull the capes over the heads of 4 of the Game Babies. Place the Baby Bottle in the center yellow "bull's-eye" and remove the nipple lid. Turn the Game Base upside-down and sit it on top of the bottle. If there are two players, one player takes all the blonde Game Babies and the other, all the brunette Game Babies. If there are three or four players, each player takes all the Game Babies with a particular color jumper. Tapping sharply on one end of the Launcher, take turns trying to "kid-a-pull" your color Game Babies up and into the "dish" formed by the upside-down base.



When all of the Game Babies have been launched, count up the scores as follows:

- Game Babies landed in the dish = 4 points
- Game Babies hanging on the edge of the dish = 3 points
- Game Babies landed in the orange circle = 2 points
- Game Babies landed in the pink circle = 1 point
- Game Babies landed outside of the target = 0 points

If a Game Baby lands on a line between two colors, the higher score counts. The player with the highest score is the WINNER! For experts: Remove the dish and try to get the Game Babies into the bottle.

Baby Corners™ 2-4 Players

What you need: 4 White Capes. Pull the capes over the heads of the 4 Game Babies. Each player chooses a "team" of three Game Babies with the same color jumper and goes to any corner of the room. Taking turns tossing your team Game Babies toward the corner, try to have them land as close to either wall as possible—without actually touching a wall. Game Babies who touch a wall at any time don't count and are set aside. When all of the Game Babies have been tossed, the player whose Game Baby landed closest to—but not touching—a wall, is the WINNER!



Tic-Tac-Toes™ 2 players

What you need: The Play Mat with the "Tic-Tac-Toes" grid. One player plays with just the blonde Game Babies and the other, just the brunette Game Babies. Take turns placing one Game Baby in a square on the grid. The player who gets three of their Game Babies in a row—up & down, across, or diagonally—is the WINNER!



Tumble Babies™ 2-4 Players

On each turn, gather up any 4 Game Babies and shake and roll them just like dice. "Whe-e-e-e-eee!" See what positions they land in and score yourself as follows:



"Napping Game Baby"
Baby lands on left or right side
= 0 points



"Diaper Game Baby"
Baby lands on back
= 1 point



"Crawling Game Baby"
Baby lands on all fours
= 2 points



"Game Baby Sitter"
Baby lands sitting
= 2 points



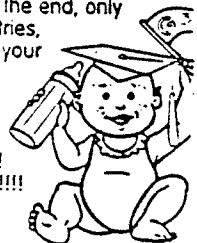
"Bottoms Up Game Baby"
Baby lands standing on head
= 3 points

If two or more Game Babies land touching each other - just roll them again! After you have rolled, add up the points for all 4 Game Baby positions. 1) Record your points by sitting a Game Baby on the score number in the Game Baby Score Pad area on the Play Mat. 2) The next player takes her turn. Play continues. 3) The first player to reach a score of 12 points is the WINNER!

Brainy Babies™ 1 Player

What you need: The Play Mat with the "Brainy Babies" triangle on it. Place 9 Game Babies on 9 of the 10 dots in the triangle, leaving one dot empty. Now, jump one baby over another, each time removing the baby that is jumped over. The object is to jump in such away that, in the end, only one baby is left. This one may take lots of tries, but don't give up! See how smart you and your babies are!

- One Game Baby left = Genius!
- Two Game Babies left = Brainy Baby!!
- Three Game Babies left = Smarty Pants!!!
- Four Game Babies left = Training Pants!!!!
- Five or more = Diapers!!!!



Baby Jacks 1-4 Players

What you need: The Rubber Ball. On your turn, gather up all the Game Babies in your hands and drop them on a table or hard (no carpet) floor. Bounce the ball on the table (floor), grab all the Game Babies you can, and catch the ball in mid-air before it bounces again. Count how many Game Babies you grabbed and remember your score. The player who can gather the most Game Babies babies in their hand(s) and still catch the ball, is the WINNER!



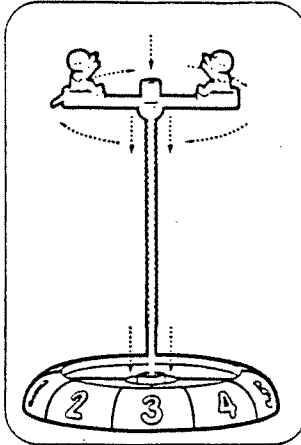
For more BABY JACKS fun: On your first turn, bounce the ball, grab 1 Game Baby ("onesies"), and catch the ball before it bounces again. On your next turn, grab up 2 Game Babies ("twosies"). On your next turn, grab 3 ("threesies")...and so on. The player who is able to successfully do the highest round ("twelvesies"?) is the WINNER!



Baby Stack'ems™ 2-4 Players

Taking turns, each player sees how high you can stack the Game Babies. The player with the highest stack is the WINNER! (Use a ruler to measure the stacks.)

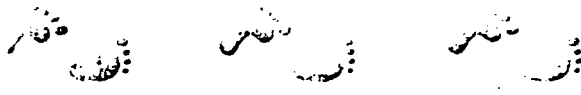
- 1 For a more challenging game, here's what you need: The Game Base, the "Spiral Pole", and the "3-in-1" Game Piece to use as a Timer.



Easy Set-Up: Insert the Spiral Pole into the Game Base. Snap Game Babies into seats. Fit the "3-in-1" Game Piece over the top of the pole positioned in the center hole (as shown).

As the "3-in-1" Game Piece begins to spin down the pole, see how many Game Babies you can stack before the "3-in-1" Game Piece reaches the bottom. The player who stacks the most Game Babies is the WINNER!

Just for fun: Give your Game Babies a ride on the 3-in-1 Game Piece by giving them a spin down the spiral pole!



Baby Bouncers™ 2-4 Players

What you need: The Play Mat with the big "bull's-eye" target, on it and the 4 White Capes. (You may want to play this on a hard floor or a table so that the Game Babies will bounce.) If there are two players, one player takes all the blonde Game Babies and the other, all the brunette Game Babies. If there are three or four players, each player takes all the Game Babies with a particular color jumper. Pull the capes on over the Game Babies heads. Bounce your Game Babies on the blue outer area of the Play Mat and try to land them in the center yellow "bull's-eye" of the target. When all the Game Babies have been bounced, score your babies as follows:

- Game Baby lands in Yellow center = 3 points
- Game Baby lands in Orange circle = 2 points
- Game Baby lands in Pink circle = 1 point
- Game Baby lands outside of target = 0 points

If a Game Baby lands on a line between two colors, the higher score counts. The player with the highest score is the WINNER!



GAME BABIES™ 90 Day Limited Warranty

All Tyco products are inspected and tested before shipment and are guaranteed to be free from factory defects in materials and workmanship. If you find a defective part in your set within 90 days from the date of purchase, mail the product, along with proof of the date of purchase to:

Tyco Customer Service, 8585 SW Hall Blvd., Beaverton, OR 97008-6408

We will repair or provide a replacement part or unit without charge. Please allow sufficient time for the Post Office to get the item to us, and for the item to be mailed to you. To prevent damage in transit, please pack securely. This warranty does not cover damage resulting from customer misuse or abuse. This warranty gives you specific legal rights and you may have other rights which vary from state to state.

If you have any comments or questions, CALL TOLL FREE Monday through Friday: 9am - 7pm EST. 1-800-FOR-TYCO (1-800-367-8926)

Limited warranty statement and toll free phone number valid in the U.S. only.

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